CASINO™

GAME PROGRAM™ INSTRUCTIONS

ATARI®

A Warner Communications Company

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EmuMovies

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Use your Standard Paddle Controllers with this Game Program™. Be sure to plug the Controller cable firmly into the Video Computer System™. See your Video Computer Owner's Manual for details. Another set of paddle Controllers will be necessary for three or four players to play. During one and two player games, plug your Standard Paddle Controller into the left controller jack.

To prolong the life of your Atari® Video Computer System and to protect the electronic components, the console should be OFF when inserting or removing a game program.

Note: To play any Casino game, be sure to depress the game Reset switch after you turn the power to ON.

HOW TO PLAY BLACK JACK

This Game Program has two games of Black Jack:

- Game 1 — One or two players with card splitting
- Game 2 — Up to four players with no card splitting

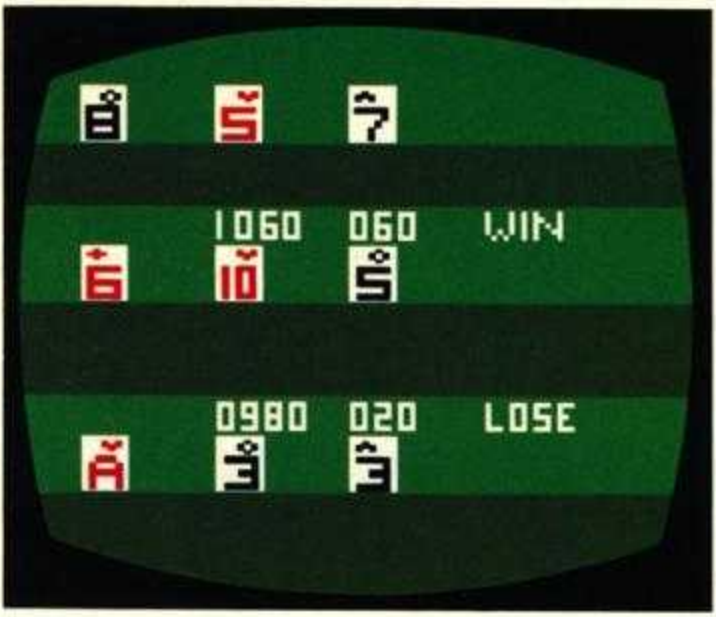
All players compete against the Computer Dealer. Each card is worth points. The object is to score 21 points or as close to 21 points as possible without "busting" (exceeding 21 points).

Note the following point system for cards:

Number Cards = Face Value (i.e. 5 = 5 points)

Ace (A) = 1 or 11 points

Jack (J), Queen (Q), and King (K) = 10 points



Hard and Soft Hands

A card hand is called soft when the Ace is used as **11 points.** A card hand is hard when the Ace is used as **1 point.** For example, a soft 17 is an Ace (11 points) and a 6. A hard 17 could be 10, 6 and an Ace (1 point).

Hit or Stay

The Computer deals two cards face-up to each player. The Computer also deals two cards to itself — one face-up and another face-down. If you are satisfied with the points of your first two cards, **STAY** on that hand. If you want more points, request a **HIT**, and the dealer will give you another card. Continue to take hits until:

1 — You are satisfied with your hand **(STAY)**
OR
2 — You exceed 21 points and **BUST** (lose the game).

Note: Accepted Black Jack strategy is to **STAY** on 18, 19 or 20 points.

Winning

When you win a hand, you win the amount of chips you bet. You win whenever:

- Your card hand equals 21 points or less and is more points than the dealer's hand.

- The dealer busts by exceeding 21 points.
- You score a Black Jack (Ace and a face card or a 10-card).

When you score Black Jack, you win 1½ times your bet.

Note: A tie game (called **PUSH**) occurs when the dealer's card points equal your card points. In a push you do not win or lose your bet.

Console Controls for Black Jack Games

Game Reset

Slide this switch to reset each player's score to 1000 (the number of betting chips each player initially receives).

Game Select

Use this switch to select the game you want to play. Press the switch and the number of the particular game appears in the upper left corner. Game 1 — Black Jack, 1 or 2 players; Game 2 — Black Jack, 1 to 4 players.

Left Difficulty Switch

When the switch is in the **b** position, the Computer will shuffle the cards after each hand. With the switch in **a** position, the Computer will shuffle the cards after 34 cards are dealt.

Right Difficulty Switch

This switch determines the rules of the games. When in **b** position, **Casino I Rules** are used:

- Dealer stays on 18 or greater.
- Dealer stays on hard 17 (all Aces count 1 point)
- You automatically win the hand when you take the maximum number of hits without busting. (Game 1: 3 or 8 hits; Game 2: 3 hits)

In **a** position, **Casino II Rules** are observed:

- Dealer stays on 17 or greater

Controller Action to Play Black Jack

To Begin Play

Press your red controller button once to get into the game. Press the controller button again to place your bet.

Betting

Each player receives a "Bank" of 1000 chips. When it's time to bet, a question mark will appear to the right of your betting digits. Turn the controller knob to select the amount of your bet, which can range from 20 and 200 chips. Enter your bet into the computer by pressing the red controller button.

If there is more than one player, the last player to make his bet erases any cards from the previous game on the screen. The Computer then deals the hand.

Each time you win or lose a hand, your bet is automatically added or subtracted to your total number of chips on the playfield.

Leaving the game

If one or more players wish to leave the game (but wants to save his Bank) depress the console **game select** switch four (4) times. Each player remaining in the game must then press his controller button and the game will continue.

The players who have left the game can return by pressing their controller button before the deal. The computer will "deal them in" and display their previous Bank total.

Hit, Stay or Double Down

After players make their bets, the computer deals two cards to each player.

- If you are satisfied with the points of your first two cards, turn the controller knob until the word **STAY** appears. Press the red controller button to indicate your decision.
- If you want another card, turn the controller knob until the word **HIT** appears. Press the red controller button and the computer will deal another card to you. Continue to **HIT** until you are satisfied with the point value of your hand. The maximum number of hits allowed for Game 2 is 3. In Game 1 the number of hits allowed is 3 or 8.

- You may double your bet after the first two cards are dealt. Turn the controller knob to **DBLE.** Then press the red controller button. One more card appears, and no more hits are allowed.

Note: Doubling is not allowed when the original bet is more than half the number of remaining chips.

Splitting

Only Game 1 allows splitting. When your first two cards have identical value (i.e. two 5's, or a Jack and King) you can split your cards into two hands. Turn the controller knob until the letters **SPLIT** appear. Press the red controller button and the computer deals a card to each of the **SPLIT** cards. Now you play the two sets of cards as separate hands. Your original bet is also duplicated for the second card hand.

Note: Splitting is allowed only if the bet is less than half of your remaining chips.

Insurance

Both Game 1 and 2 allow insurance. The need for insurance occurs when the computer dealer's hand shows one face-down card and an Ace... a possible Black Jack combination.

An **i** will appear on your set-up. If you wish to protect your bet from a possible dealer Black Jack, turn the controller knob to **INSR** and press the red controller button. If you wish no insurance, turn the controller knob until the word **PASS** appears and press the red controller button.

The price of insurance is half your bet. Each player must decide on insurance. If the dealer has a Black Jack, the dealer's face down card is shown. All players lose their original bets. Players with insurance win twice the amount of their insurance bets which is equal to their original bets.

If the dealer does not have a Black Jack, the players with insurance lose their insurance bets. The game play continues as each player decides to hit, stay or double down.

STUD POKER Game 3

Game 3 is Stud Poker for one to four players. Players compete against the Computer Dealer. The Computer deals five cards to each player and five cards to itself. Before the first card is dealt and after the second, third, fourth and fifth cards are dealt, players must place bets or fold (drop out of the game). The object is to beat the dealer's five-card hand. The following chart shows the ranking of possible card hands starting with the highest valued hand:

Royal Flush - All five cards are the same suit and are sequential with the Ace being the highest card.

Straight Flush — All five cards are the same suit and are sequential.

Four of a Kind — Four out of the five cards are the same value.

Full House—Three cards are the same value and the remaining two cards are the same value.

Flush — all five cards are the same suit.

Straight — All five cards are sequential.

Three of a Kind—Three of the five cards are the same value.

Two Pairs

One Pair

High Card - Example: If a hand has an Ace, 5, 6, 7 and 2, the high card is an Ace. This beats a hand that has no higher card combinations. A hand with and Ace and an 8 (or higher) would beat this hand.

If your hand ranks higher than the Computer Dealer's, you win an amount equal to what you bet. If the Computer's hand beats yours, you lose your bet.

If your hand and the dealer's hand rank the same, the hand with the highest value card wins. If all five cards match in numerical value, it's a tie game and no scoring change occurs.

Console Controls for Stud Poker

Game Reset

Slide this switch to reset your score to 1000 (the number of betting chips each player initially receives).

Game Select

Press the **game select** switch until the number 3 appears in the upper left corner. Now you're ready to play Stud Poker.

Left Difficulty Switch

When this switch is in **a** position, the dealer's first card will be dealt face down.

Right Difficulty Switch

The player's first card will be dealt face down when the switch is in **a** position.

Note: When both difficulty switches are in **b** position both the player's and the the dealer's cards are dealt face-up.

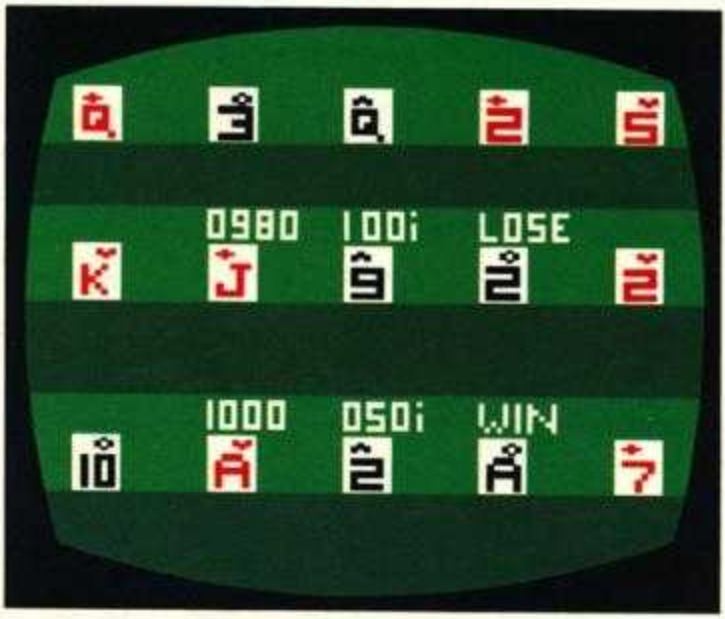
Controller Action for Stud Poker

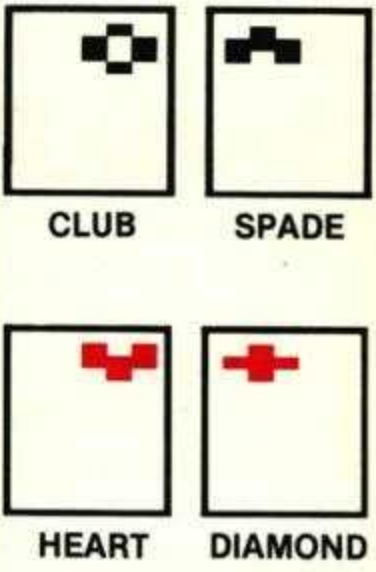
To Begin Play

Press your red controller button once to get into the game. Press the controller button again to place your bet.

Each player receives a "Bank" of 1000 chips on the set-ups. Before the first card is dealt, an **i** will appear next to your chip score. You must make your initial bet (ante). Turn the controller knob to select the amount. Bets must be between 10 and 100 chips. Enter your bet into the computer by pressing the red controller button. The Computer deals two cards to each player and two cards to itself. Bets are made again using the same betting procedure. Players continue to make bets after the third, fourth and fifth cards are dealt. A player can fold (drop out of the hand), at any time after the ante. If your hand ranks higher than the dealer's, all the chips you bet are automatically added to your score on the screen.

To play again, place your ante bet.





Leaving the game

If one or more players wish to leave the game (but wants to save his Bank) depress the console **game select** switch four (4) times. Each player remaining in the game must then press his controller button and the game will continue.

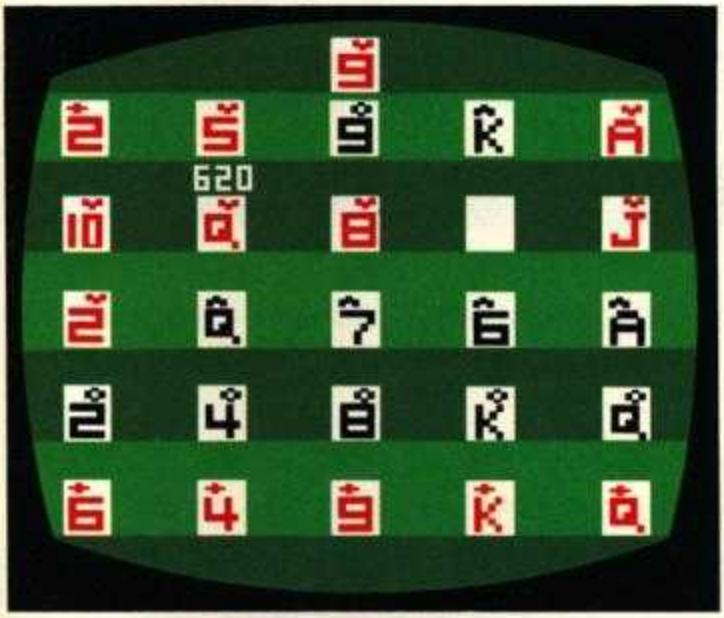
The players who have left the game can return by pressing their controller button before the deal. The computer will "deal them in" and display their previous Bank total.

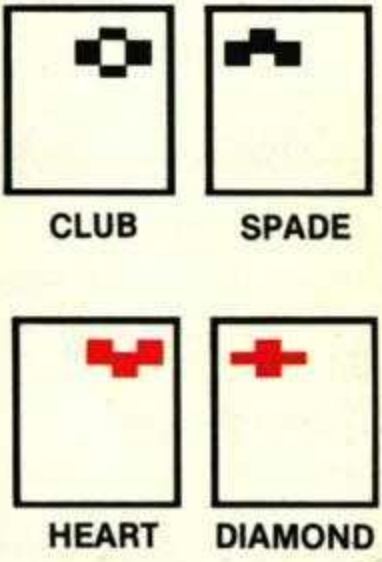
Breaking the Bank or Going Broke

In any of the Casino games, you've broken the Bank if your score reaches 10,000. Press the red controller button to enter the game again with another 1000 chips.

POKER SOLITAIRE

Game 4 is a one-player game, Poker Solitaire. The matrix on the screen has five rows and five columns, creating 25 card positions. Cards appear one at a time at the top of the screen. You must select a matrix position for each card. After you fill each matrix position, you will have 12 poker hands worth points. (5 horizontal poker hands, 5 vertical poker hands and 2 diagonal poker hands).





A flashing cursor appears on the screen at all times. You can move the cursor by turning your controller knob. To place a card in a particular matrix position, move the cursor to the matrix position and press the red controller button. The card will appear in the position you selected with the cursor, and the next card in the deck will appear at the top of the screen.

Scoring for Poker Solitaire

For a description of poker hands, see the chart under STUD POKER. The list on the following page reviews the points of each hand in Poker Solitaire.

Royal Flush **(Ace High Card)**	**500 Points**
Straight Flush	**300 Points**
Four of a Kind	**160 Points**
Straight	**120 Points**
Full House	**100 Points**
Three of a Kind	**60 Points**
Flush	**50 Points**
Two Pair	**30 Points**
Pair	**10 Points**
All other Combinations	**0 Points**

Your objective is to build the best 12 poker hands from 5 columns, 5 rows and 2 diagonal configurations. The maximum number of points you can score is 3340.

4 — Royal Flushes	**2000 points**
5 — Four of a Kind	**800 points**
2 — Straights	**240 points**
1 — Straight Flush	**300 points**
12 — Hands	**3340 points**

Console Controls for Poker Solitaire

Game Select

Press the **game select** switch until the number 4 appears in the upper left corner. Now you're ready to play Poker Solitaire.

Game Reset

Use this switch each time you want to start the game.

Controller Action to Play Poker Solitaire

You've already pressed the **reset** console button to start game action. Now the screen is cleared, the card deck shuffled and the deal begins.

You have 25 matrix positions to fill with cards. Select the position of the cards which appear one at a time at the top of the screen.

Turn the controller knob clockwise or counterclockwise to move the cursor. After a card appears at the top of the screen, move the cursor to the position you wish to place the card. Now press the red controller button. The card appears in the matrix position. Continue the selection procedure until all 25 cards are placed.

After the last card is positioned, the score will show the points you scored with the matrix' 12 five-card poker hands.

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